Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY **OTHER THAN** (Column 1) (Column 2) TYPE ___ OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE OR BASIC FEE **FOR BASIC FEE** 385.00 NUMBER FILED NUMBER EXTRA 770.00 TOTAL CHARGEABLE CLAIMS In minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL . CLAIMS AS AMENDED - PART II OTHER THAN **SMALL ENTITY SMALL ENTITY** OR (Column 1) (Column 3) (Column 2) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** TIONAL RATE RATE TIONAL ENDMENT **AFTER PREVIOUSLY EXTRA** FEE FEE AMENDMENT PAID FOR Total Minus X\$ 9= X\$18= OR Independent Minus AME X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE 14037 ADDIT. FEE (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI-B REMAINING **NUMBER PRESENT PREVIOUSLY** RATE TIONAL **RATE TIONAL** NDMENT AFTER **EXTRA AMENDMENT** PAID FOR FEE . FEE Total Minus X\$ 9= X\$18= OR AME Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-ပ REMAINING NUMBER **PRESENT** RATE TIONAL **RATE** TIONAL AMENDMENT **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus ** X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL

ADDIT. FEE

OR

ADDIT, FEE

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."